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16-50022-103

POPEYE

SAVES THE EARTH

Operators Handbook

Midway Manufacturing Company
3401 North California Avenue
Chicago, Illinois 60618

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MENU SYSTEM OPERATION

The Main Menu allows you to choose from several categories, which in turn lead to other menus. To access the Main Menu, open the coin door and press the Begin Test button, then press the Enter button. Press the Up or Down buttons to cycle through the Main Menu. Press the Enter button to access a menu. Press the Escape button to return to the Main Menu. Press the Start button for HELP at any time.

Main Menu

B Bookkeeping Menu

B.1 Main Audits
B.2 Earnings Audits
B.3 Standard Audits
B.4 Feature Audits
B.5 Histograms
B.6 Time-Stamp

P Printouts Menu

P.1 Earnings Data
P.2 Main Audits
P.3 Standard Audits
P.4 Feature Audits
P.5 Score Histograms
P.6 Game Time Histograms
P.7 Time-Stamp
P.8 All Data

T Test Menu

T.1 Switch Edges
T.2 Switch Levels
T.3 Single Switches
T.4 Solenoid Test
T.5 Flasher Test
T.6 General Illumination
T.7 Sound & Music Test
T.8 Single Lamp
T.9 All Lamps
T.10 Lamp & Flasher Test
T.11 Display Test
T.12 Flapper Test
T.13 Ordered Lamp Test
T.14 Lockup Test
T.15 Wheel Test
T.16 Clear Ball Test

U Utilities Menu

U.1 Clear Audits
U.2 Clear Coins
U.3 Reset H.S.T.D.
U.4 Set Time & Date
U.5 Custom Message
U.6 Set Game I.D.
U.7 Factory Adjustments
U.8 Factory Resets
U.9 Presets
U.10 Clear Credits
U.11 Auto Burn-In

A Adjustments Menu

A.1 Standard Adjustments
A.2 Feature Adjustments
A.3 Pricing Adjustments
A.4 H.S.T.D. Adjustments
A.5 Printer Adjustments

Press Escape
To move out of a menu selection.

Press Enter
To get into a menu selection.

Press Up
Increases sequence; Example A.1, A.2, A.3, A.4.

Press Down
Decreases Sequence; Example A.4, A.3, A.2, A.1.

Use Up and Down to cycle through the selections in a menu.

Use Escape and Enter to move into and out of the selected menu

LAMP MATRIX

Yellow (B+)  Red

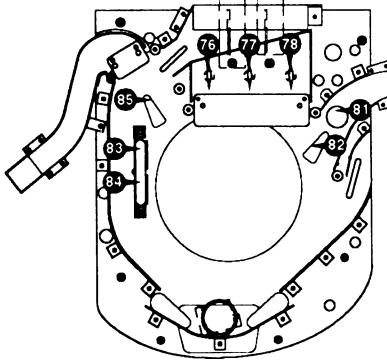
Column Row	1 Yellow- Brown J138-1 Q98	2 Yellow- Red J138-2 Q97	3 Yellow- Orange J138-3 Q96	4 Yellow- Black J138-4 Q95	5 Yellow- Green J138-5 Q94	6 Yellow- Blue J138-6 Q93	7 Yellow- Violet J138-7 Q92	8 Yellow- Gray J138-9 Q91
Red- Brown 1 J134-1 Q90	Left Lane 11	Island Rhino 21	Lockjaw 31	Spilco Oil Co. 41	Left Loop Arrow 51	"Sea" Standup 61	Backbox Tail 71	Upper Extra Ball 81
Red- Black 2 J134-2 Q89	Center Lane 12	Island Leopard 22	Never Green Co. 32	Blutonium Waste 42	Left Loop Can 52	Animal Dolphin 62	Backbox Star 72	Wimpy 2X Wheel 82
Red- Orange 3 J134-4 Q88	Right Lane 13	Island Eagle 23	Earth Paving Co. 33	Left Outlane 43	Popeye "P1" 53	Left Popper Arrow 63	Animal Rhino 73	Two Bank Upper 83
Red- Yellow 4 J134-5 Q87	Fight Bluto 14	Island Dolphin 24	Escalator Enter 34	Left Flipper Lane 44	Popeye "O" 54	Instant Multi-ball 64	Backbox Right 74	Two Bank Lower 84
Red- Green 5 J134-6 Q86	Right Popper Can 15	Item Can Opener 25	Popeye "E1" 35	Right Flipper Lane 45	Popeye "P2" 55	Left Cheek 65	Animal Eagle 75	Animal Jackpot 85
Red- Blue 6 J134-7 Q85	Right Loop Arrow 16	Item Bottle 26	Popeye "Y" 36	Special 46	Left Ramp Arrow 56	Right Cheek 66	Upper Ramp Left 76	Buy-In 86
Red- Violet 7 J134-8 Q84	Right Loop Can 17	Item Katsup 27	Popeye "E2" 37	Shoot Again 47	Collect Item 57	Animal Panda 67	Upper Ramp Center 77	Launch Button 87
Red- Gray 8 J134-9 Q83	"Hag" Standup 18	Island Panda 28	Item Flower 38	Rescue Olive 48	Left Ramp Can 58	Animal Leopard 68	Upper Ramp Right 78	Start Button 88

J1XX = Power Driver Board

LAMP LOCATIONS

Item No.	Bulb No.	Lamp Assy. No.	Description	Item No.	Bulb No.	Lamp Assy. No.	Description
11	24-8768	A-17624	Left Lane	31	24-8768	A-17602	Lockjaw
12	24-8768	A-17624	Center Lane	32	24-8768	A-17602	Never Green Co.
13	24-8768	A-17624	Right Lane	33	24-8768	A-17602	Earth Paving Co.
14	24-8768	A-17600	Fight Bluto	34	24-8768	A-17602	Escalator Enter
15	24-8768	A-17600	Right Popper Can	35	24-8768	A-17602	Popeye "E1"
16	24-8768	A-17600	Right Loop Arrow	36	24-8768	A-17602	Popeye "Y"
17	24-8768	A-17600	Right Loop Can	37	24-8768	A-17602	Popeye "E2"
18	24-8768	A-17600	"Hag" Standup	38	24-8768	A-17602	Item Flower
21	24-8768	A-17602	Island Rhino	41	24-8768	A-17602	Spilco Oil Co.
22	24-8768	A-17602	Island Leopard	42	24-8768	A-17602	Blutonium Waste
23	24-8768	A-17602	Island Eagle	43	24-6549	A-17835	Left Outlane
24	24-8768	A-17602	Island Dolphin	44	24-6549	A-17835	Left Flipper Lane
25	24-8768	A-17602	Item Can Opener	45	24-6549	A-17835	Right Flipper Lane
26	24-8768	A-17602	Item Bottle	46	24-6549	A-17807	Special
27	24-8768	A-17602	Item Katsup	47	24-6549	A-17807	Shoot Again
28	24-8768	A-17602	Island Panda	48	24-6549	A-17807	Rescue Olive

LAMP LOCATIONS Continued



SWITCH MATRIX

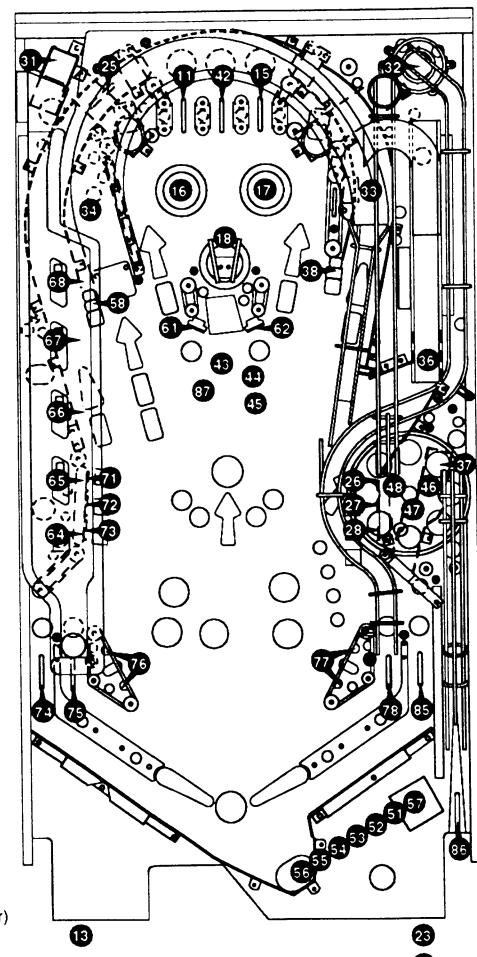
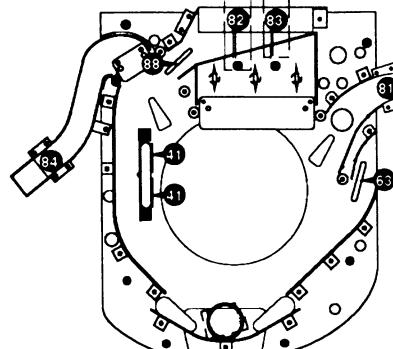
Dedicated Grounded Switches		White —————— Green							
Row	Column	1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Grey J207-9 U20-11
Orange-Brown J205-1 (1)	1 White-Brown J209-1 U19-11	Left Lane	Slam Tilt	Left Popper	Two Bank	Ramp Trough	Left Cheek	Popeye "P1"	Upper Exit To Wheel
Left Coin Chute D1	2 White-Red J209-2 U19-9	Buy-In	Coin Door Closed	Right Popper	Center Lane	Trough 2nd	Right Cheek	Popeye "O"	Upper Ramp Left
Center Coin Chute D2	3 White-Orange J209-3 U19-5	Start Button	Ball Launch	Right Loop Opto	Lockup Upper	Trough 3rd	Escalator Exit	Popeye "P2"	Upper Ramp Right
Orange-Black J205-3 (2)	4 White-Yellow J209-4 U19-7	Plumb Bob Tilt	Always Closed	Ramp Entrance	Lockup Center	Trough 4th	Animal Dolphin	Left Outlane	Animal Jackpot
Right Coin Chute D3	5 White-Green J209-5 U19-11	Right Lane	Left Loop	Ramp Completion	Lockup Lower	Trough 5th	Animal Eagle	Left Flipper Lane	Right Outlane
Orange-Yellow J205-4 (4)	6 White-Blue J209-7 U19-9	Left Jet	Popeye "E1"	Escalator Popper	Wheel Opto 1	Left Trough	Animal Tiger	Left Slingshot	Shooter Lane
4th Coin Chute D4	7 White-Violet J209-8 U19-5	Right Jet	Popeye "Y"	Wheel Exit	Wheel Opto 2	Trough Jam	Animal Panda	Right Slingshot	Lock-up Kicker
Orange-Green J205-5 (5)	8 White-Gray J209-9 U19-7	Center Jet	Popeye "E2"	"Hag" Standup	Wheel Opto 3	"Sea" Standup	Animal Rhino	Right Flipper Lane	Upper Shot Exit
Normal Test Function Service Credits Escape D5									
Orange-Blue J205-6 (6)									
Normal Test Function Volume Down D6									
Orange-Violet J205-7 (7)									
Normal Test Function Volume Up D7									
Orange-Gray J205-8 (8)									
Normal Test Function Begin Test Enter D8									

J200 = CPU Board, J900 = Fliptron II Board = Opto, Typically Closed

SWITCH LOCATIONS

Item	Switch Part #	Where Used	Item	Switch Part #	Where Used
F1	SW-1A-194	"Lower Right Flipper EOS	32	A-16908 (LED)	Right Popper
F2	A-17316	"Lower Right Flipper Cabinet	33	A-16909 (Trans.)	Right Loop Opto
F3	SW-1A-194	"Lower Left Flipper EOS	34	A-16908 (LED)	Ramp Entrance
F4	A-17316	"Lower Left Flipper Cabinet	35	A-16908 (LED)	Ramp Completion
F5	SW-1A-194	"Upper Right Flipper EOS	36	A-16908 (LED)	Escalator Popper
F6	A-17316	"Upper Right Flipper Cabinet	37	A-16909 (Trans.)	Wheel Exit
F7	SW-1A-194	"Upper Left Flipper EOS	38	A-17795-6	"Hag" Stand-up
F8	A-17316	"Upper Left Flipper Cabinet	41	A-17226-4	Two Bank (2)
11	5647-12693-19	Left Lane	42	5647-12693-19	Center Lane
12	20-9683-9	Buy-In	43	5647-12693-25	↑ Lockup Upper
13	20-9683-1	Start Button	44	5647-12693-25	↑ Lockup Center
14	A-15361	"Plumb Bob Tilt	45	5647-12693-25	↑ Lockup Lower
15	5647-12693-19	Right Lane	46	A-17069	↑ Wheel Opto 1
16	SW-1A-37	Left Jet	47	A-17069	↑ Wheel Opto 2
17	SW-1A-37	Right Jet	48	A-17069	↑ Wheel Opto 3
18	SW-1A-37	Center Jet	51	A-16927 (LED)	Right Trough
21	A-17238	"Slam Tilt	52	A-16927 (LED)	Trough 2nd
22	5643-09288-00	"Coin Door Closed	53	A-16927 (LED)	Trough 3rd
23	20-9683-B-4	Ball Launch	54	A-16927 (LED)	Trough 4th
24	5643-09112-00	"Always Closed	55	A-16926 (Trans.)	Right Popper
25	5647-12693-19	Left Loop	56	A-16926 (Trans.)	Right Loop Opto
26	A-17778-15	Popeye "E1"	57	A-16926 (Trans.)	Right Outlane
27	A-17778-15	Popeye "Y"	58	A-16926 (Trans.)	Shooter Lane
28	A-17778-15	Popeye "E2"	59	A-16926 (Trans.)	↑ Lockup Kicker
31	A-16908 (LED)	Left Popper	60	A-16926 (Trans.)	Upper Shot Exit

SWITCH LOCATIONS Continued



* Not Shown
† Located Under Playfield

SOLENOID TABLE

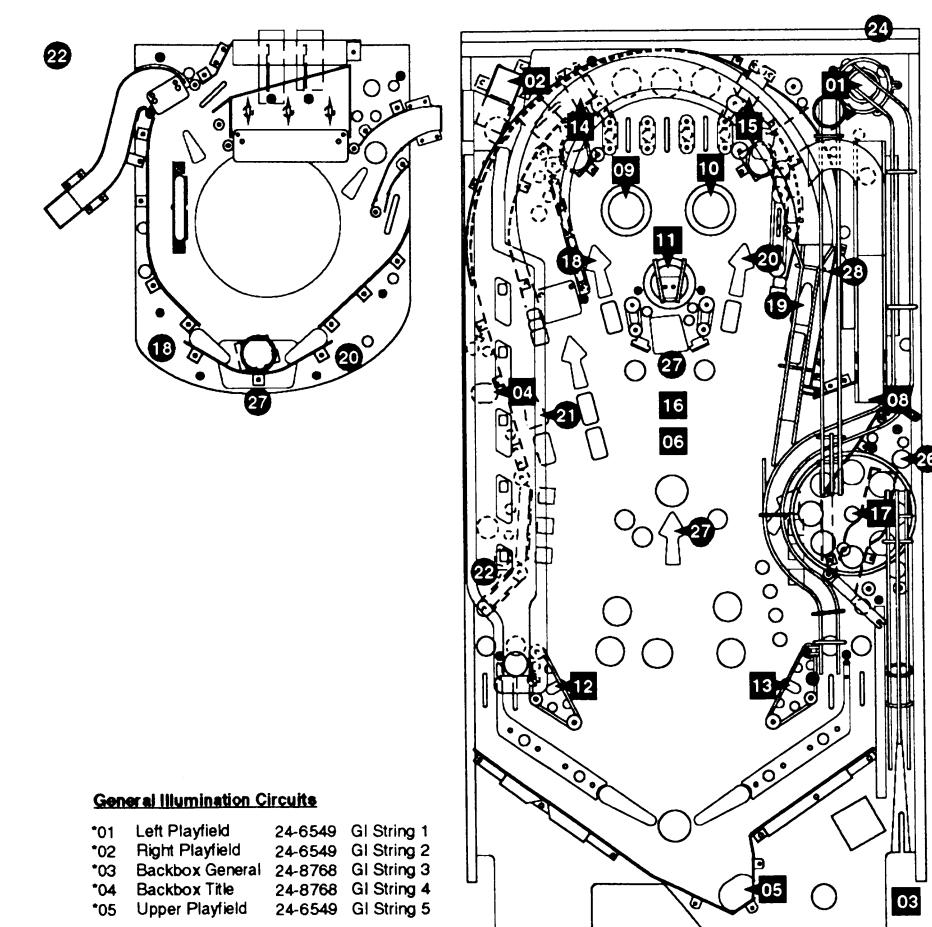
Sol. No.	Function	Solenoid Type	Voltage Connections			Drive xister	Drive Connections			Drive Wire Color	Solenoid Part Number	Flashlamp Type	Backbox
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet				
01	Right Popper	High Power	J130-1			082	J107-3			Vio-Bm	AE-26-1200		
02	Left Popper	High Power	J130-2			080	J107-3			Vio-Red	AE-24-900		
03	Ball Shooter	High Power	J130-4			078	J107-3			Vio-Org	AE-23-800		
04	Animal Diverter	High Power	J130-5			076	J107-3			Vio-Yel	AE-26-1200		
05	Trough Coil	High Power	J130-6			064	J107-3			Vio-Grn	AE-26-1500		
06	Lockup Kicker	High Power	J130-7			066	J107-3			Vio-Blu	AE-23-800		
07	Knocker	High Power	J130-8			068	J107-3			Vio-Blk	AE-23-800		
08	Escalator Popper	High Power	J130-9			070	J107-3			Vio-Gry	AE-23-800		
09	Left Jet	Low Power	J127-1			058	J107-2			Bm-Blk	AE-26-1200		
10	Right Jet	Low Power	J127-3			056	J107-2			Bm-Red	AE-26-1200		
11	Center Jet	Low Power	J127-4			054	J107-2			Bm-Org	AE-26-1200		
12	Left Slingshot	Low Power	J127-5			052	J107-2			Bm-Yel	AE-26-1200		
13	Right Slingshot	Low Power	J127-6			050	J107-2			Bm-Grn	AE-26-1200		
14	Left Gate	Low Power	J127-7			048	J107-2			Bm-Blu	A-14406		
15	Right Gate	Low Power	J127-8			046	J107-2			Bm-Vio	A-14406		
16	Lockup Release	Low Power	J127-9			044	J107-2			Bm-Gry	AE-26-1500		
17	Wheel Motor	Flasher	J128-1			042	J107-6			Blk-Bm	14-7980		
18	Upper Playfield Left	Flasher	J128-2			040	J107-6			Blk-Red	#906/#89(2)		
19	Right Loop Backbox	Flasher	J128-3	J125-5		038	J107-6	J106-5		Blk-Grn	#89(1)	#906(1)	
20	Right Bluto	Flasher	J128-4			036	J107-6			Blk-Yel	#906/#89(2)		
21	Left Loop Bkdx	Flasher	J128-5	J125-6		028	J107-6	J106-5		Blu-Grn	#89(1)	#906(1)	
22	Animal Ramp	Flasher	J128-6	J125-7		030	J107-6	J106-5		Blu-Blk	#906(2)	#906(1)	
23	Skill Wheel	Flasher	J128-7	J125-8		034	J107-6	J106-5		Blu-Vio	#906(1)	#906(1)	
24	R Popper Bkdx/B	Flasher	J128-8	J125-9		032	J107-6	J106-5		Blu-Gry	#906(1)	#906(1)	
25	Not Used	Gen. Purpose				026				Blu-Bm			
26	Hump Jackpot	Gen. Purpose	J122-2	J124-2		024	J107-6	J106-5		Blu-Red	#89(1)	#906(1)	
27	Lockjaw Arrow	Gen. Purpose	J122-3	J124-3		022	J107-6	J106-5		Blu-Org	#89(2)	#906(1)	
28	Escalator Bktx/Turtle	Gen. Purpose	J122-4	J124-4		020	J107-6	J106-56		Blu-Yel	#906(1)	#906(1)	
General Illumination													
01	Left Playfield	G.I.	J121-1			018	J121-7			Wht-Bm	24-6549		
02	Right Playfield	G.I.	J121-2			010	J121-8			Wht-Org	24-6549		
03	Backbox General	G.I.	J120-3			014	J120-9			Wht-Yel	24-8768		
04	Backbox Title	G.I.	J120-5			016	J120-10			Wht-Gm	24-8768		
05	Upper Playfield	G.I.	J121-6			012	J121-11			Wht-Vio	24-6549		
Flipper Circuits													
Voltage Connections			Drive Transistors			Drive Connections			Drive Wire Colors			Coil Part Number	
Playfield			Power			Hold			Hold			Coil Colors	
Lower Left Flipper			J907-7 (Grn-Yel)			Q3			J902-9			Blu-Gry	
Lower Lt. Hold			J907-7 (Grn-Yel)			Q8			J902-7			Org-Blu	
Lower Right Flipper			J907-9 (Blk-Yel)			Q4			J902-13			Blu-Vio	
Lower Rt. Hold			J907-9 (Blk-Yel)			Q11			J902-11			Org-Grn	
Upper Left Flipper			J907-1 (Grn-Yel)			Q1			J902-3			Blk-Blu	
Up Lt. Hold			J907-1 (Grn-Yel)			Q5			J902-1			Org-Grn	
Up Lt. Power			J907-4 (Blk-Yel)			Q2			J902-6			Blk-Yel	
Up Rt. Power			J907-4 (Blk-Yel)			Q7			J902-4			Org-Vio	
Upper Right Flipper			J907-4 (Blk-Yel)			Q7			J902-4			FL-11722 GREEN	

J1XX = Power Driver Board; J90X = Fliptronic II Board; 24-6549 = #44 Bulb; 24-8704 = #89 Bulb; 24-8768 = #555 Bulb; 24-8802 = #906 Bulb

SOLENOID/FLASHER LOCATIONS

Coil/Flasher Number	Assembly Number	Description	Item Number	Coil/Flasher Number	Assembly	Description
01	A-17258	Right Popper	16	AE-26-1500	A-17505	† Lockup Release
02	A-17180	Left Popper	17	14-7990	A-17623	Wheel Motor
03	A-14525	Ball Shooter	18	24-8802	A-12336-1	Upper Playfield Left (2)
04	AE-26-1200	A-17251	Animal Diverter	19	24-8704	A-17803 Right Loop Backbox (2)
05	AE-26-1500	A-16765	20	24-8802	A-12336-1	Fight Bluto (2)
06	AE-23-800	A-17505	† Lockup Kicker	21	24-8704	A-17803 Left Loop Bkbx. (2)
07	----	B-16086-1 * Knocker	22	24-8802	A-12336-1	Animal Ramp (3)
08	AE-23-800	A-17774 Escalator Popper	23	24-8802	A-12336-1	Skill Wheel (2)
09	AE-26-1200	A-9415-2 Left Jet	24	24-8802	C-13337 R. Popper Bkbx. Ex. B. (2)	
10	AE-26-1200	A-9415-2 Right Jet	25	---	---	Not Used
11	AE-26-1200	A-9415-2 Center Jet	26	24-8704	A-17803 Ramp Jackpot (2)	
12	AE-26-1200	A-17809 Left Slingshot	27	24-8704	A-17803 Lockjaw Arrow (3)	
13	AE-26-1200	A-17809-1 Right Slingshot	28	24-8802	A-12336-1 Escalator Bkbx. Turtle (2)	

SOLENOID LOCATIONS Continued



General Illumination Circuits

*01	Left Playfield	24-6549	G.I. String 1
*02	Right Playfield	24-6549	G.I. String 2
*03	Backbox General	24-8768	G.I. String 3
*04	Backbox Title	24-8768	G.I. String 4
*05	Upper Playfield	24-6549	G.I. String 5

Flipper Coils Assembly

*FL-11629 (Blue)	A-15849-L-2	Lower Left Flipper
*FL-11629 (Blue)	A-15849-R-2	Lower Right Flipper
*FL-11722 (Green)	A-16976-L-1	Upper Left Flipper
*FL-11722 (Green)	A-16976-R	Upper Right Flipper

*Not Shown

† Located Under Playfield

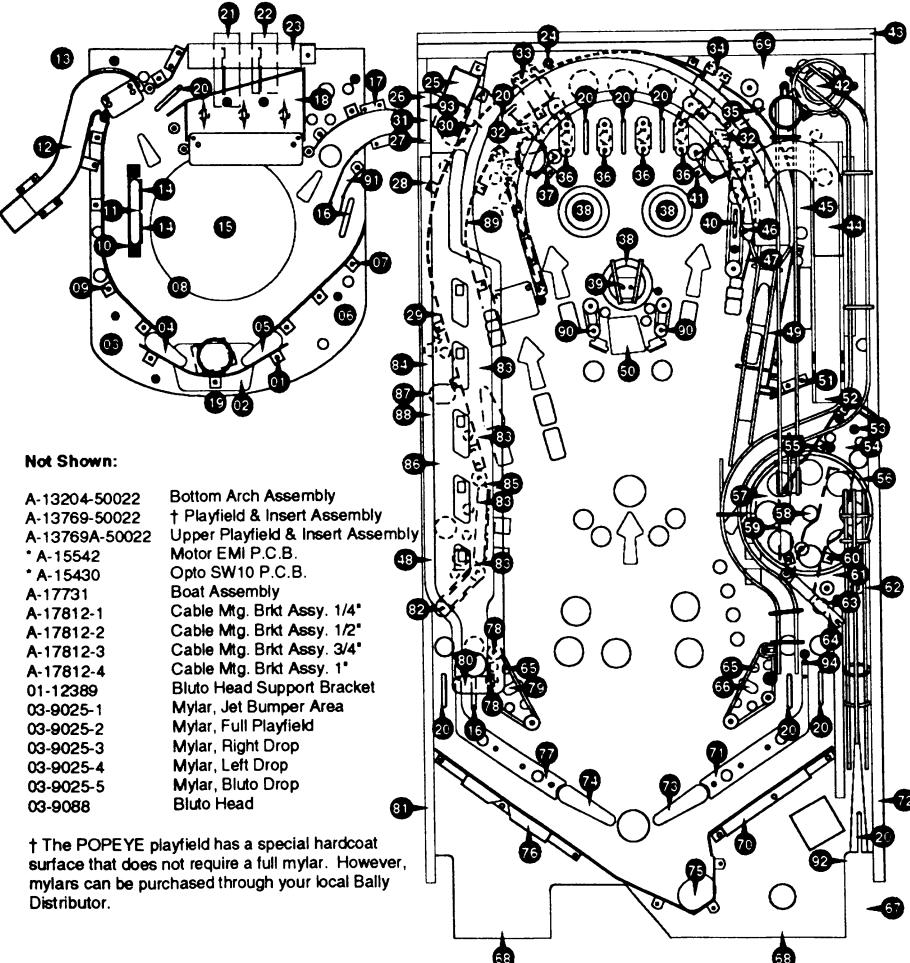
24-6549 = #44 Bulb
24-8704 = #89 Bulb
24-8768 = #555 Bulb
24-8802 = #906 Bulb

UPPER PLAYFIELD PARTS LIST

Item	Part Number	Description
1	01-12173	Ball Guide
2	A-17567	Upper Level Drain Assembly
3	A-17648	Left Cover Assembly
4	A-16976-L-1	Flipper Assembly Complete
5	20-9732-5	Small Flipper & Shaft
6	A-16976-R	Flipper Assembly Complete
7	20-9732-5	Small Flipper & Shaft
8	A-17649	Right Cover Assembly
9	01-11815	Ball Guide
10	* A-17838	Stud Plate Assembly (5)
11	01-11816	Ball Guide
12	01-12171	Ball Guide
13	A-17647	Light Cover Assembly
14	A-17736	Exit Ramp Assembly
15	A-17626-4	Playfield Plastic Assembly
16	A-17226-4	Stationary Target, Red
17	03-8947	Upper Playfield Window
18	A-17813-1	Rollover Switch Assembly
19	A-17403	Upper Right Exit Assembly
20	A-17462	Upper Level Ramp Assembly
21	A-17817	Light & Bracket Assembly
22	A-17737	Rollover Switch Assembly
23	A-17769	Opto Bracket Assembly
24	02-4765-6	Upper Ramp Deflector Assy.
25	A-17180	Mounting Post 3.13"
26	01-12460	Ball Popper Assembly
27	02-4176-30	Cover, Left Ball Popper
28	02-4176-30	Standoff 1 7/8"
29	02-4176-54	Standoff 3 3/16"
30	02-4176-54	Standoff 3 3/16"
31	02-4968-1	Standoff 2.94"
32	01-11818	Ball Guide
33	02-4176-30	Standoff 1 7/8"
34	02-4765-8	Mounting Post 4.31"
35	01-12133	Bracket, Left Drop Ramp
36	01-11160	Ball Deflector Bracket
37	A-17797-2	Special Ball Gate Assembly
38	A-17796	Ball Gate Actuator Assembly
39	A-17797-1	Special Ball Gate Assembly
40	A-17796	Ball Gate Actuator Assembly
41	01-12387	Ball Guide
42	03-8318-16	Light Hood, Yellow
43	01-11921	Ramp, Left Ball Popper
44	A-9415-2	Jet Bumper Coil Assembly
45	B-9414-3	Jet Bumper Assembly
46	B-12030-2	Jet Bumper Switch Assembly
47	03-8254-10	Jet Bumper Cap, Blue
48	A-17626-7	Playfield Plastic Assembly
49	12-6466-5	Ball Guide Wire 1 1/4"
50	01-11973	Ramp, Right Ball Popper
51	A-17258	Ball Popper Assembly
52	A-17129	Back Rail Assembly
53	A-17401	Back Panel Assembly
54	A-17777	Guide Ramp Assembly
55	A-17536	Opto Bracket Assembly
56	02-4765-6	Mounting Post 3.13"
57	01-11817	Ball Guide
58	02-4968-1	Standoff 2.94"
59	A-17626-3	Playfield Plastic Assembly
60	* A-17505	Center Ball Lock Assembly
61	01-12329	Ball Guide
62	* A-17774	Kicker Coil Assembly
63	02-4765-7	Mounting Post 3.44"
64	A-17626-1	Playfield Plastic Assembly
65	01-12330	Ball Guide
66	A-17895	Wheel Ring Assembly
67	A-17145	Rotating Plate Assembly
68	58	A-17639 Decal Ring Cover Assembly
69	59	* A-17623 Wheel Motor Assembly
70	60	A-17402 Target & Cable Assembly
71	61	A-17626-5 Wheel Drop Guide Assembly
72	62	02-4765-7 Playfield Plastic Assembly
73	63	* 01-12214 Mounting Post 3.44"
74	64	A-17339 Gate Assembly
75	65	A-17801 Kicker Count Switch Assembly
76	66	A-17811 Slingshot Kicker Assembly
77	67	A-17809-1 Coil Bracket Assembly
78	68	A-14525 Kicker Assembly
79	69	01-9211 Playfield Hanger Bracket
80	70	A-17626-8 Playfield Plastic Assembly
81	71	01-12286 Ball Guide
82	72	A-17577-2 Flipper Guide & Plastic Assy.
83	73	01-11806 Right Playfield Rail
84	74	A-15849-R-2 Flipper Assembly Complete
85	75	20-9734-5 Flipper & Shaft Assembly
86	76	A-15849-L-2 Flipper Assembly Complete
87	77	20-9734-5 Flipper & Shaft Assembly
88	78	A-16765 Outhole Ball Trough Assy.
89	79	01-12448 Ball Guide
90	80	A-17577-1 Flipper Guide & Plastic Assy.
91	81	01-11805 Standoff 1 9/16"
92	82	02-4436-25 Slingshot Kicker Assembly
93	83	A-17809 Coil & Bracket Assembly
94	84	01-12166 Ramps Ball Deflector
	85	01-11805 Left Playfield Rail
	86	* 01-9510 Post Adjustment Plate
	87	A-17906 Switch Assembly
	88	02-4968-1 Standoff 2.94"
	89	12-7183 Ball Guide Wire
	90	A-17626-2 Playfield Plastic Assembly
	91	A-17251 Coil & Bracket Assembly
	92	* 02-4724 Entry Ramp Rollover
	93	* 12-6227 Hair Pin Clip
	94	A-17560 5 Position Kicker Assembly
		01-11814 Ball Guide
		02-4903 Mounting Post
		01-12305 Ball Guide
		02-12417 Ball Guide
		01-12461 Cover Bracket
		02-4020 Support Post (8)

* Located Under Playfield.

UPPER PLAYFIELD PARTS LOCATIONS



Not Shown:

- A-13204-50022 Bottom Arch Assembly
- A-13769-50022 † Playfield & Insert Assembly
- A-13769A-50022 Upper Playfield & Insert Assembly
- * A-15542 Motor EMI P.C.B.
- * A-15430 Opto SW10 P.C.B.
- A-17731 Boat Assembly
- A-17812-1 Cable Mtg. Brkt Assy. 1/4"
- A-17812-2 Cable Mtg. Brkt Assy. 1/2"
- A-17812-3 Cable Mtg. Brkt Assy. 3/4"
- A-17812-4 Cable Mtg. Brkt Assy. 1"
- 01-12389 Bluto Head Support Bracket
- 03-9025-1 Mylar, Jet Bumper Area
- 03-9025-2 Mylar, Full Playfield
- 03-9025-3 Mylar, Right Drop
- 03-9025-4 Mylar, Left Drop
- 03-9025-5 Mylar, Bluto Drop
- 03-9088 Bluto Head

† The POPEYE playfield has a special hardcoat surface that does not require a full mylar. However, mylars can be purchased through your local Bally Distributor.

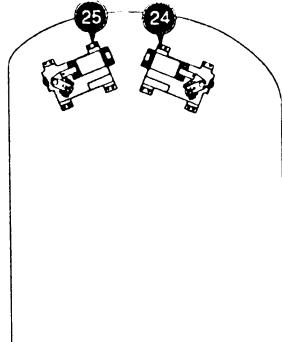
RUBBER PARTS

LOWER PLAYFIELD PARTS

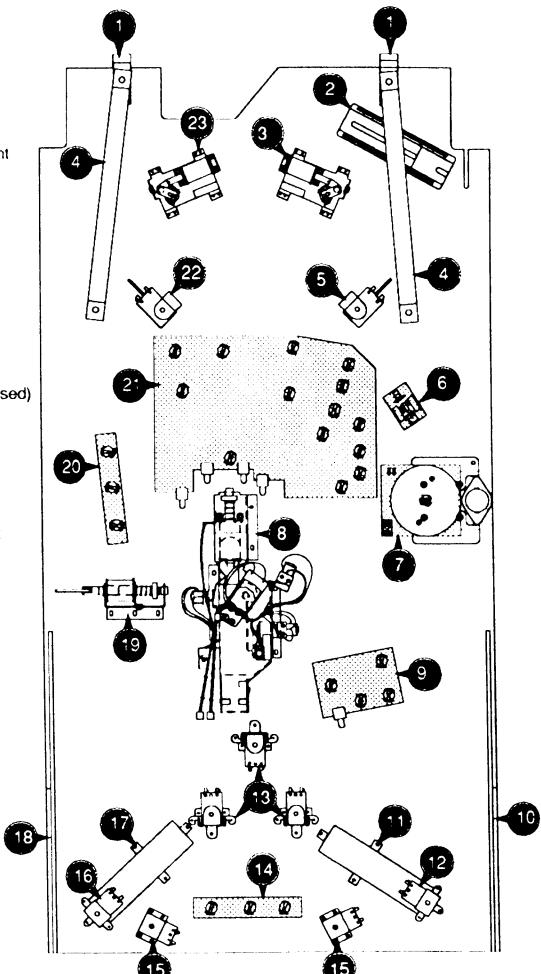
Item	Part Number	Description
1.	01-9211	Pfd. Hanger Bracket (2 Used)
2.	A-16765	Outhole Ball Trough Assembly
3.	A-15849-R-2	Flipper Assembly, Lwr. Right
4.	01-11781	Leg Support (2 Used)
5.	A-17811	Kicker Arm (Slingshot) Assy., Right
6.	A-17809	Coil & Bracket Assembly
7.	10-128	Spring
8.	A-15542	Motor EMI Assembly
9.	A-17623	Wheel Motor Assembly
10.	A-17505	Center Ball Lock Assembly
11.	A-17600	5-Lamp PC Board Assy.
12.	A-17749-2	Pfd. Slide Mechanism, Right
13.	01-11973	Right Ramp-Ball Popper
14.	A-17258	Ball Popper Assembly
15.	A-9415-2	Jet Bumper Coil Assembly
16.	A-17624	3-Lamp PC Board Assy.
17.	A-17796	Ball Gate Actuator Assembly (2 Used)
18.	A-17180	Popper Assembly - Left
19.	01-11921	Left Ramp-Ball Popper
20.	A-17749-1	Pfd. Slide Mechanism, Left
21.	A-17251	Coil & Bracket Assembly
22.	A-17603	3-Lamp PC Board Assy.
23.	A-17602	18-Lamp PC Board Assy.
24.	A-17811	Kicker Arm (Slingshot) Assy., Left
25.	A-17809-1	Coil & Bracket Assembly
26.	10-128	Spring
27.	A-15849-L-2	Flipper Assembly, Lwr. Left

Lower Playfield Parts on Mini-Playfield:

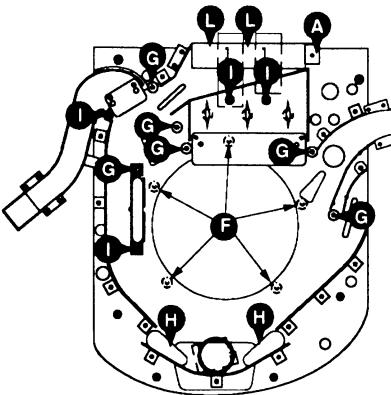
24. A-16976-R Flipper Assembly, Right
25. A-16976-L-1 Flipper Assembly, Left



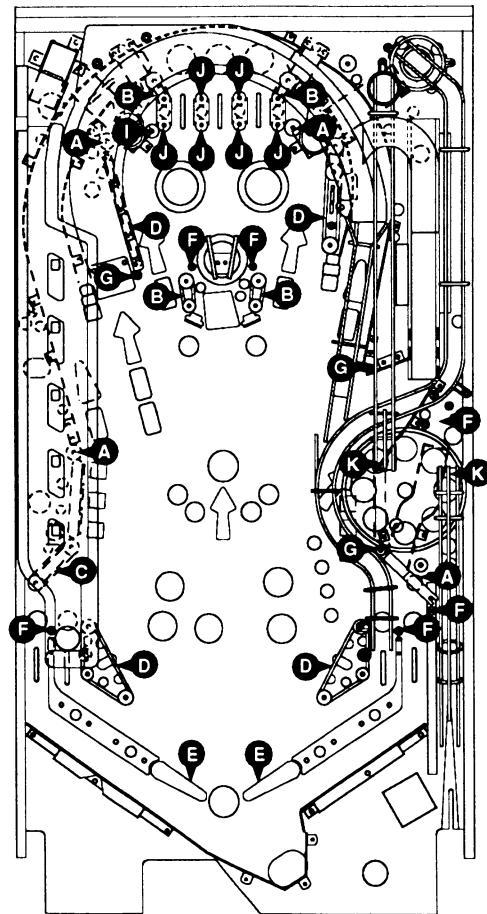
Underside of Mini-Playfield



Underside of Playfield, Viewed in Raised Position



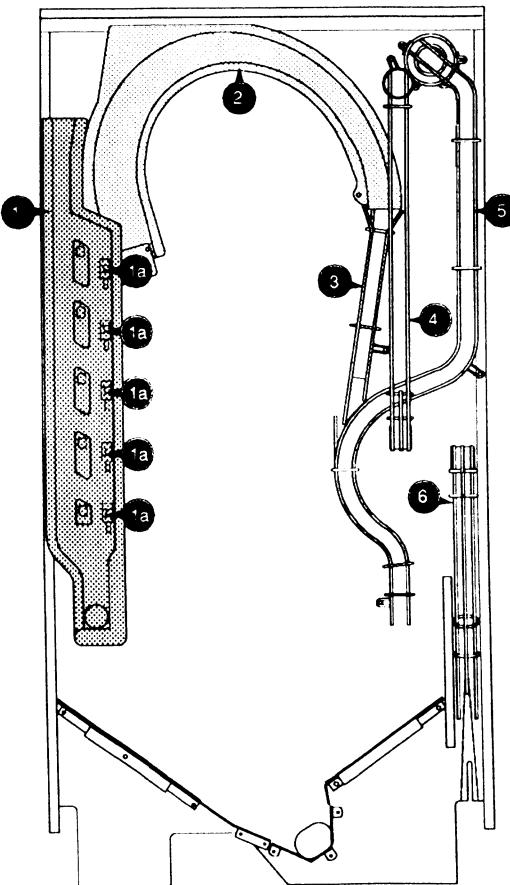
ITEM	PART #	DESCRIPTION	QTY.
A.	23-6300	5/16" Ring	5
B.	23-6301	3/4" Ring	4
C.	23-6303	1 1/4" Ring	1
D.	23-6306	2 1/2" Ring	4
E.	23-6519-4	Flipper Ring-Red	2
F.	23-6535	Grommet	13
G.	23-6552	Yellow Sleeve	9
H.	23-6553-4	Small Flipper Ring	2
I.	23-6556	Black Sleeve	5
J.	23-6641-1	15/64" Ring	6
K.	23-6686	Bumper Pad	2
L.	23-6702	Bumper Plug	2



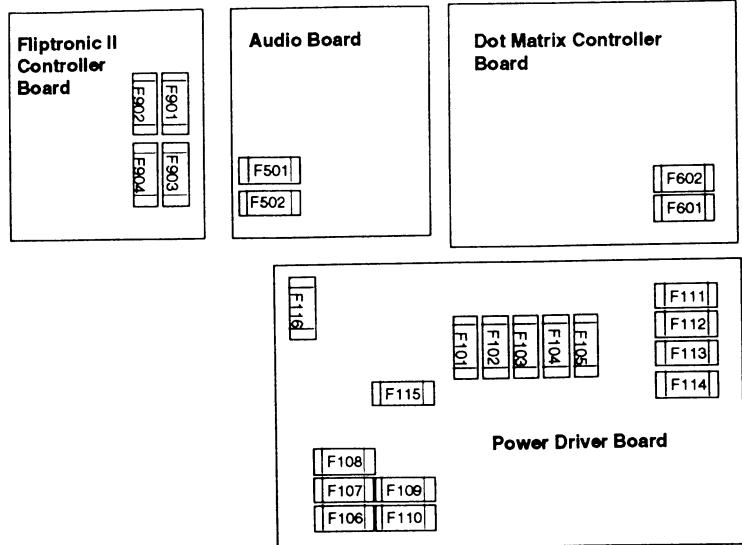
RAMPS

Item Part Number Description

1.	A-17404	Main Ramp Assembly
a)	A-17906	U-Switch Subminiature Assy.
2.	A-17177	Ramp Assembly
3.	12-7184	Wire Ramp - Center
4.	A-17406	Wheel Feeder Wire Ramp Assy.
5.	12-7132	Ramp, Right
6.	A-17405	Wire Ramp Chute Assembly



FUSE LIST



Audio Board

F501	-25V Circuit	3A, 250V, S.B.
F502	+25V Circuit	3A, 250V, S.B.

Dot Matrix Controller Board

F601	+62V Circuit	3/8A, 250V, F.B.
F602	-113V and -125V Circuits	3/8A, 250V, F.B.

Fliptronic II Controller Board

F901	Upper Right Flipper	3A, 250V, S.B.
F902	Upper Left Flipper	3A, 250V, S.B.
F903	Lower Right Flipper	3A, 250V, S.B.
F904	Lower Left Flipper	3A, 250V, S.B.

Line Filter

Domestic Game	8A
Foreign Game	5A, S.B.

Power Driver Board

F101	Left Flipper	3A, 250V, S.B. (Not Used)
F102	Right Flipper	3A, 250V, S.B. (Not Used)
F103	Solenoid #25-#28	3A, 250V, S.B.
F104	Solenoid #9-#16	3A, 250V, S.B.
F105	Solenoid #1-#8	3A, 250V, S.B.
F106	G.I. #5 Wht-Vio	5A, 250V, S.B.
F107	G.I. #4 Wht-Grn	5A, 250V, S.B.
F108	G.I. #3 Wht-Yel	5A, 250V, S.B.
F109	G.I. #2 Wht-Org	5A, 250V, S.B.
F110	G.I. #1 Wht-Brn	5A, 250V, S.B.
F111	Flasher Secondary	5A, 250V, S.B.
F112	Solenoid Secondary	7A, 250V, S.B.
F113	+5V Logic	5A, 250V, S.B.
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, F.B.
F116	+12V Secondary	3A, 250V, S.B.

WARNINGS & NOTICES

WARNING

FOR SAFETY AND RELIABILITY, substitute parts and equipment modifications are not recommended. Use of Non-BALLY parts or modifications of game circuitry, may adversely affect game play, or may cause injuries.

SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS may void FCC Type Acceptance.

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WARNING

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This equipment generated, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

FCC STICKER. Check the back of your game to verify that an FCC-certification sticker was attached to your game at the factory. All Games that leave the BALLY plant have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor may result, if the sticker is missing. If you receive a game, manufactured after December 1982, that has no FCC sticker, call BALLY for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

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CALL your authorized
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with hinged backbox DOWN!**